

Elite Opponents

Variant Frostwind Viragos

Creature Incarnations
By Robert Wiese



[Monster Manual V](#) is out this month. More monsters are good, and this one has some neat stuff -- not so much in the template vein, but some good new monsters. One of them, the frostwind virago, has some interesting variants that we have collected for the Creature Incarnations Zoo. The frostwind virago is a very powerful fey called "the embodiment of the unforgiving and indiscriminately cruel heart of deep winter." The normal one, which we do have a specimen of (see [Monster Manual V](#)), is a pale female with smooth, attractive features and glossy blue eyes. It normally drapes itself in a fur cloak, and frost dusts its shoulders. These look quite different, of course, but they are all very cold to be around. Pull your fur wrap close around your shoulders and step this way.



Note: My spreadsheet of what template can go on what creature has 158 entries. Though I see some duplicates, that is a LOT of templates.

Ghostly Ice Queen

This creature is a silveraith, a kind of ghost that glows with a pale blue light. Before it became undead, it had been tainted by magic. The spellwarped template is from [Monster Manual III](#) and the silveraith template is from [City of the Spider Queen](#). It has all of its frostwind virago abilities, plus magic absorption (an action) and a nearly impossible to beat spell resistance. Should anything get through that and not be absorbed, the creature can use the spell energy to enhance itself. It fights by using Flyby Attack and Spring Attack, with Combat Expertise to enhance its Armor Class. Its touch attack does a lot of damage, so a single attack in a round is okay. However, if it can use a 5-foot adjustment to emerge in the middle of a group, it uses Whirlwind Attack to do a lot of

damage to everyone around it.

Spellwarped Silveraith Frostwind Virago CR 20

NE **Medium undead** (incorporeal)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +39, Spot +39

Aura mind freeze

Languages Auran, Common, Elven, Sylvan

AC 33, touch 25, **flat-footed** 26

(+7 Dex, +8 deflection, +8 natural)

Miss Chance 50% (incorporeal)

hp 225 (30 HD)

Immune cold, electricity, polymorph, incorporeal immunities, undead immunities

Resist +4 turn resistance; **SR** 41

Fort +10, **Ref** +24, **Will** +23

Speed 30 ft. (6 **squares**), fly 60 ft. (perfect), swim 20 ft.; Flyby Attack, Spring Attack

Melee 2 incorporeal frostbite touches +22 each (2d6+12 cold plus 3d8+10 negative energy)

Base Atk +15; **Grp** --

Atk Options Improved Disarm, Whirlwind Attack, frostbite touch

Special Actions captivating call, icy vortex, magic absorption

Abilities **Str** --, **Dex** 24, **Con** --, **Int** 22, **Wis** 19, **Cha** 22

SA captivating call, frostbite touch, icy vortex, magic absorption, mindfreeze aura

SQ create spawn, incorporeal traits, spell absorption, undead traits

Feats Combat Expertise, Dodge, Flyby Attack, Improved Disarm, Improved Toughness, Iron Will, Mobility, Spring Attack, Track, Weapon Finesse, Whirlwind Attack

Skills Bluff +33, Concentration +6, Diplomacy +41, Disguise +6 (+10 acting), Escape Artist +33, Hide +41, Intimidate +36, Knowledge (nature) +25, Listen +39, Move Silently +34, Search +14, Sense Motive +31, Spot +39, Survival +31 (+35 in aboveground natural environments), Swim +23, Use Rope +7 (+11 bindings)

Mind Freeze Aura (Su) At the end of each of a spellwarped silveraith frostwind virago's turns, creatures within 30 feet of her must succeed on a DC 31 Will save or be shaken for 1 round. Those who fail by 5 or more are dazed for 1 round, and those who fail by 10 or more are stunned for 1 round. The save DC is Charisma-based. A spellwarped silveraith frostwind virago can suppress this ability at will as a free action. Spellwarped silveraith frostwind viragos are immune to this aura.

Frostbite Touch (Su) A spellwarped silveraith frostwind virago's touch disrupts matter and freezes it. Each die of damage is modified by the spellwarped silveraith frostwind virago's Charisma bonus.

Captivating Call (Su) When a spellwarped silveraith frostwind virago speaks and wills it to be so, all creatures (other than spellwarped silveraith frostwind viragos) within a 300-foot-radius spread must succeed on a DC 31 Will save or become captivated. This is a language-based, sonic mind-affecting ability. A creature that successfully saves cannot be affected again by that same spellwarped silveraith frostwind virago's call for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the spellwarped silveraith frostwind virago, taking the most direct route available. If the path leads into a dangerous area, that opponent receives a second saving throw. Captivated foes can take no actions other than to avoid attack. A captivated victim within 5 feet of a spellwarped silveraith frostwind virago stands there and offers no resistance to the creature's attacks. The effect continues for as long as the frostwind virago speaks and for 1d4 rounds thereafter. A bard's countersong ability allows a captivated victim to attempt a new Will save.

Icy Vortex (Su) A spellwarped silveraith frostwind virago can produce a whirling mass of ice shards that lasts 1

round in a 30-foot radius around herself. Creatures in the area take 4d6 points of piercing damage plus 4d6 points of cold damage (Reflex DC 31 half). The save DC is Charisma-based.

Magic Absorption (Su) A spellwarped silveraith frostwind virago can ready an action to absorb spells cast at her as if she were a *rod of absorption*. Absorbing creates a backlash that deals 1d6 points of damage per absorbed spell level to the caster (Will DC 31 half). A *negative energy protection* spell negates this damage, and undead spellcasters are actually healed by it.

Create Spawn (Su) A spellcaster killed outright by the backlash of this creature's magic absorption rises as a silveraith in 1d4 days if it would qualify for the template. The creature exerts no special control over spawn it creates.

Spell Absorption (Su) Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell effect is resolved.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Skills A frostwind virago has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action when swimming, provided she swims in a straight line.

Draconic-Trollish Ice Queen

A draconic version of the frostwind virago on some far away Material Plane world mated with a troll to produce this creature. I don't know if any others exist. The creature is shaggy like a troll but somehow still delicate, and of course frost covers it. The draconic template comes from [Races of the Dragon](#) and the half-troll template comes from [Fiend Folio](#). When fighting, it prefers its touch attacks to claws and bite, but sometimes its troll half comes out in ugly ways.

Half-Troll Draconic Frostwind Virago CR 19

NE Medium giant (dragonblood)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen +18, Spot +20

Aura mind freeze

Languages Auran, Common, Elven, Sylvan

AC 36, touch 25, flat-footed 29; Dodge, Mobility (+7 Dex, +8 deflection, +11 natural)

hp 435 (30 HD); fast heal 5

Immune cold

SR 25

Fort +19, **Ref** +24, **Will** +22; +4 against *sleep* and paralysis

Speed 30 ft. (6 squares), fly 60 ft. (perfect), swim 20 ft.; Flyby Attack, Spring Attack

Melee 2 frostbite touches +29 each (2d6+10 plus 2d6+10 cold) or

Melee 2 claws +29 each (1d4+7) and

bite +24 (1d6+3)

Base Atk +22; **Grp** +33

Atk Options Improved Disarm, Power Attack, Whirlwind Attack, frostbite touch, rend 2d4+10

Special Actions captivating call, icy vortex

Abilities Str 25, Dex 24, Con 28, Int 14, Wis 17, Cha 20

SA captivating call, frostbite touch, icy vortex, mindfreeze aura

Feats Combat Expertise, Dodge, Flyby Attack, Improved Disarm, Improved Toughness, Iron Will, Mobility, Power Attack, Spring Attack, Track, Whirlwind Attack

Skills Bluff +20, Diplomacy +19, Disguise +5 (+7 acting), Escape Artist +22, Hide +18, Intimidate +18, Knowledge (nature) +9, Listen +18, Move Silently +17, Sense Motive +18, Spot +20, Survival +13 (+15 in aboveground natural environments), Swim +17, Use Rope +7 (+9 bindings)

Mind Freeze Aura (Su) At the end of each of a half-troll draconic frostwind virago's turns, creatures within 30 feet of her must succeed on a DC 30 Will save or be shaken for 1 round. Those who fail by 5 or more are dazed for 1 round, and those who fail by 10 or more are stunned for 1 round. The save DC is Charisma-based. A half-troll draconic frostwind virago can suppress this ability at will as a free action. Half-troll draconic frostwind viragos are immune to this aura.

Frostbite Touch (Su) A half-troll draconic frostwind virago's touch disrupts matter and freezes it. Each die of damage is modified by the half-troll draconic frostwind virago's Charisma bonus.

Rend (Ex) When it hits with two claws, the half-troll draconic frostwind virago does 2d4+10 additional points of damage as it tears flesh.

Captivating Call (Su) When a half-troll draconic frostwind virago speaks and wills it to be so, all creatures (other than half-troll draconic frostwind viragos) within a 300-foot-radius spread must succeed on a DC 30 Will save or become captivated. This is a language-based, sonic mind-affecting ability. A creature that successfully saves cannot be affected again by that same half-troll draconic frostwind virago's call for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the half-troll draconic frostwind virago, taking the most direct route available. If the path leads into a dangerous area, that opponent receives a second saving throw. Captivated foes can take no actions other than to avoid attack. A captivated victim within 5 feet of a half-troll draconic frostwind virago stands there and offers no resistance to the creature's attacks. The effect continues for as long as the half-troll draconic frostwind virago speaks and for 1d4 rounds thereafter. A bard's countersong ability allows a captivated victim to attempt a new Will save.

Icy Vortex (Su) A half-troll draconic frostwind virago can produce a whirling mass of ice shards that lasts 1 round in a 30-foot radius around herself. Creatures in the area take 4d6 points of piercing damage plus 4d6 points of cold damage (Reflex DC 30 half). The save DC is Charisma-based.

Skills A half-troll draconic frostwind virago has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action when swimming, provided she swims in a straight line.

Floral Ice Queen

This specimen is a plant variant of the frostwind virago. Dark, dead-looking plants cover its pale blue-green body. Frost still dusts its shoulders. The greenbound template is from [Lost Empires of Faerûn](#) and the

blightspawned template is from [Unapproachable East](#). It's quite a Realms-native creature, in fact. Its blight touch adds an interesting extra power.

Blightspawned Greenbound Frostwind Virago CR 19

NE Medium plant (augmented fey)

Init +7; **Senses** tremorsense 60 ft., low-light vision; Listen +32, Spot +32

Aura mind freeze

Languages Auran, Common, Elven, Sylvan

AC 37, touch 25, flat-footed 30; Dodge, Mobility

(+7 Dex, +8 deflection, +12 natural)

hp 405 (30 HD); fast heal 3; **DR** 10/magic and slashing

Immune cold, plant immunities

Resist electricity 10; **SR** 25

Fort +18, **Ref** +24, **Will** +21

Speed 30 ft. (6 squares), fly 60 ft. (perfect), swim 20 ft.; Flyby Attack, Spring Attack

Melee 2 frostbite touches +23 each (2d6+12 plus 2d6+12 cold)

Base Atk +15; **Grp** +31

Atk Options Improved Disarm, Power Attack, Whirlwind Attack, blight touch, frostbite touch

Special Actions captivating call, create spawn, icy vortex

Spell-Like Abilities (CL 30th):

At will -- *entangle* (DC 17), *pass without trace*, *speak with plants*

1/day -- *wall of thorns*

Abilities Str 27, Dex 24, Con 26, Int 16, Wis 15, Cha 22

SA blight touch, captivating call, create spawn, frostbite touch, icy vortex, mindfreeze aura

SQ undead transformation

Feats Combat Expertise, Dodge, Flyby Attack, Improved Disarm, Improved Toughness, Iron Will, Mobility, Power Attack, Spring Attack, Track, Whirlwind Attack

Skills Bluff +36, Diplomacy +39, Disguise +6 (+10 acting), Escape Artist +37, Hide +33 (+49 in forested areas), Intimidate +31, Knowledge (nature) +19, Listen +32, Move Silently +31 (+47 in forested areas), Sense Motive +32, Spot +32, Survival +29 (+31 in aboveground natural environments), Swim +28, Use Rope +7(+11 bindings)

Mind Freeze Aura (Su) At the end of each of a blightspawned greenbound frostwind virago's turns, creatures within 30 feet of her must succeed on a DC 31 Will save or be shaken for 1 round. Those who fail by 5 or more are dazed for 1 round, and those who fail by 10 or more are stunned for 1 round. The save DC is Charisma-based. A blightspawned greenbound frostwind virago can suppress this ability at will as a free action. Blightspawned greenbound frostwind viragos are immune to this aura.

Blight Touch (Su) Supernatural disease -- touch attack, Fortitude save (DC 33), incubation period 1d6 days; damage 1d4 temporary Constitution and 1d4 temporary Charisma. Unlike normal diseases, the effects of blight touch continue until the victim reaches Constitution 0 (and dies), Charisma 0 (becoming a blightspawned creature, if the victim qualifies; see Create Spawn, below), or receives a *remove disease* spell or similar magic. The save DC is Constitution-based.

Frostbite Touch (Su) A blightspawned greenbound frostwind virago's touch disrupts matter and freezes it. Each die of damage is modified by the blightspawned greenbound frostwind virago's Charisma bonus.

Captivating Call (Su) When a blightspawned greenbound frostwind virago speaks and wills it to be so, all creatures (other than blightspawned greenbound frostwind viragos) within a 300-foot-radius spread must succeed on a DC 31 Will save or become captivated. This is a language-based, sonic mind-affecting ability. A creature that successfully saves cannot be affected again by that same blightspawned greenbound frostwind virago's call for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the blightspawned greenbound frostwind virago, taking the most direct route available. If the path leads into a dangerous area, that opponent receives a second saving throw. Captivated foes can take no actions other than to avoid attack. A captivated victim within 5 feet of a blightspawned greenbound frostwind virago stands there and offers no resistance to the creature's attacks. The effect continues for as long as the blightspawned greenbound frostwind virago speaks and for 1d4 rounds thereafter. A bard's countersong ability allows a captivated victim to attempt a new Will save.

Create Spawn (Su) An animal or plant infected by a blightspawned creature's blight touch becomes a blightspawned itself if its Charisma reaches 0 before its Constitution does. When a creature infected by blight touch becomes a blightspawned, it recovers all ability score points lost to the progress of the disease.

Icy Vortex (Su) A blightspawned greenbound frostwind virago can produce a whirling mass of ice shards that lasts 1 round in a 30-foot radius around herself. Creatures in the area take 4d6 points of piercing damage plus 4d6 points of cold damage (Reflex DC 31 half). The save DC is Charisma-based.

Undead Transformation (Su) Each month a creature lives as a blightspawned, it must succeed at a Fortitude save (DC 15 + 1 per previous saving throw attempted) or die. A blightspawned that dies in this fashion animates as a juju zombie, described later in this chapter.

Skills A blightspawned greenbound frostwind virago has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action when swimming, provided she swims in a straight line.

Feedback

Have any scary stories about stirge attacks or do you have cool stirge-defeating tactic? Let us know via dndfeedback@wizards.com.

About the Author

Robert Wiese has been playing **D&D** since 1978 after he watched a game played in the car on the way home from a Boy Scouts meeting. He was fascinated, and delved into this strange world of dragons and magic and sourcebooks. Years later, he was hired to edit tournaments for the **RPGA** Network, and from there progressed to running the network after his boss was assassinated in the great Christmas purge of 1996. Times were tough, but he persevered and brought the **RPGA** into a shining new era. Eventually he met a girl who liked to play **D&D** too, and he left Renton for the warmth and casinos of Reno, Nevada. Now, he works in the Pharmacology department of UNR studying mouse foot muscles and the effects of RF emissions on same. He spends as much time as possible with his wife Rhonda and son Owen.

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